

## **Inventor**

Performance Task

### **Introduction**

Inventions are new ideas or actual things that can help the way we live or do our jobs. There are so many different kinds of inventions, some are simple and small such as a spoon or a bandaid. Some are big and fancy such as a car or a space shuttle. Other inventions you might know are computers, phones, lightbulbs or even vacuums that can move by themselves. Just think about all the things around us that we need and use everyday. These things are very clever inventions.

### **Big Idea / Essential Questions**

#### **Big Idea**

- Technology is created, used and modified by humans.
- Technology is designed to have an impact on a living being's health.

#### **Essential Questions**

- In what ways do humans create, use and modify technology?
- How does technology help us?

### **G.R.A.S.P.**

#### **Goal**

Your job is to make a new invention.

#### **Role**

In this task, you are going to be learning about the role of an inventor.

#### **Audience**

Your audience are the children and families in your preschool community.

#### **Situation**

Your town is having an invention contest. If you win the contest, your invention idea will be announced on the local news. You want to make your invention interesting, creative and very useful. If your invention wins, the stores in your town will want to make more of them and sell it to their customers. You and your classmates will need to study what

products or things your local community may want to make their lives easier. Once you find out what these things are you will make your own inventions to enter in the contest.

## **Products**

### **1. Pre Illustration**

Draw a picture of an invention or tool in your life that helps you.

### **2. Invention Day**

Have children collect at least 10 items from home to bring in for Invention Day. Make sure to give parents and caregivers ample notice in order to collect an interesting variety of safe objects and recyclables. Examples of appropriate items are tin cans (with safe edges), toilet or paper towel rolls, straws, pipe cleaners, buttons, jar tops, containers, lids, old cords or even chargers. On Invention Day, each child will be given space to create their own invention. Before they begin their “prototype”, make sure that you have had a discussion about why inventions are made. For each invention, not only is there first an Idea...but the idea needs to have purpose and a person or thing that it is made for. Once children have created and manipulated the materials into their invention, you and/or parent volunteers can help assemble these inventions (perhaps using a glue gun or other available tools). While inventions are being assembled, each child will be given a notecard or placard that will include their name and their dictated name, title and the purpose of their invention.

### **3. Book Club**

Read some of the following suggested books together as a class. After each group reading, have a discussion about the topic. Make sure to ask questions about key ideas and details from the text. Encourage your students to establish a personal connection with each story. Making personal connections and recognizing familiar concepts within stories are important elements that should be part of the group discussion. On a large piece of poster paper or on a board, record the important information, comments and main ideas to make a class research chart. This class chart should be printed in list form or in categories for the class to see.

1.Oh, The Things they Invented!: All About Great Inventors (Cat in the Hat™ s Learning Library) by Bonnie Worth

2.The Most Magnificent Thing by Ashley Spires

3.What Do you Do With an Idea? By Kobi Yamada

4.Ada Twist Scientist by Andrea Beaty

5.Rosie Revere Engineer by Andrea Beaty

6.Ada™ s Ideas: The Story of Ada Lovelace... by Fiona Robinson

7.An Illustrated Timeline of Inventions and Inventor( Visual Timelines in History) by Kremena T. Spengler

8.100 Inventions That Made History by DK Publishing

9. TIME For Kids Book of What: Everything Inventions by Editors of TIME for Kids Magazine

## 4. Inventions Chart

As a class, find and research different inventions and then investigate how they help us.....for example, what does a vacuum do? How does vacuuming help people? What do eyeglasses do? These are some examples of inventions that help people. On a large piece of poster paper, record the inventions and what they do for us in a chart that has two categories.

- *(For a teacher extension, make symbol cards with matching labels for invention names to laminate for a memory game that can be played between students)*

## 5. Group Music Activity

Make a large poster that includes the lyrics for this song about inventions. Together you can sing this song at circle time:

- SONGS & RHYMES
  - <http://www.educatall.com/page/426/Inventions.html>

Inventors by: Patricia Morrison Sung to: Twinkle, twinkle, little star  
Invent, invent, inventors  
Cameras, robots, radios  
There's the wheel and telephone  
They are all your inventions  
Thank you for your creations

<http://www.educatall.com/page/426/Inventions.html>

## 6. Journal Prompt

Journal prompts are good practice in summarizing thoughts and ideas about concepts learned. This journal prompt could be used in creating a class journal or notebook. Journal prompts offer questions and reflections which students can discuss as part of a speaking and listening activity.

What are some inventions that you have in your home or at school that help you throughout your day?

## 7. Post Illustration

Draw a picture of an invention that you use every day.

## 8. Product Fair

At the end of your work with this performance task, you may want to invite families, parents or other individuals in the school to come and view your "products". This is a great way for the children to show off and perform their knowledge and new information. You may choose to display illustrations, posters, charts, books, class journal, etc. at various centers throughout your classroom and have the children take turns presenting their work to the audience.